**DESTRUCTORS IN C# PROGRAMMING**

A destructor is a special method which has the same name as the class but starts with the character ~ before the class name and immediately de-allocates memory of objects that are no longer required.

Following are the features of destructors:

* Destructors cannot be overloaded or inherited.
* Destructors cannot be explicitly invoked.
* Destructors cannot specify access modifiers and cannot take parameters.